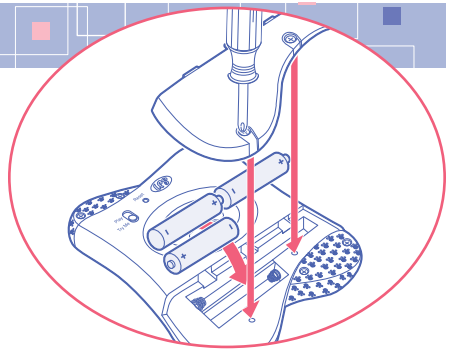
## TO REPLACE BATTERY



Use a Phillips/cross head screwdriver (not included) to loosen screws in battery compartment door (screws remain attached to door). Remove door and remove old batteries. Insert 3 x 1.5V "AAA" or LR03 size alkaline batteries. Replace door and tighten screws.

## ⚠ CAUTION:

1. As with all small batteries, the batteries used with this toy should be kept away from small children who still put things in their mouths. If they are swallowed, promptly see a doctor and, in the U.S., have the doctor phone (202) 625-3333 collect, or, in Canada, have the doctor call your provincial Poison Control Centre.
2. Make sure the batteries are inserted correctly and always follow the toy and battery manufacturers' instructions;
3. Do not mix old batteries and new batteries or alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium) batteries.

# IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries should be replaced by an adult.

## ⚠ CAUTION:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings.
2. Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product is not to be played with for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Press the RESET Button if necessary.
7. RECHARGEABLE BATTERIES: Do not mix these with any other types of battery. Always remove from the product before recharging. Recharge batteries under adult supervision. DO NOT RECHARGE OTHER TYPES OF BATTERIES.
8. As with all small items, these batteries should be kept away from children. If swallowed, seek medical attention immediately.

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna. • Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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# Littlest Pet Shop®

AGES 6+

63781/63835 Asst.

## digital planner

Thank you for purchasing this LITTLEST PET SHOP® toy! For maximum play value, please read and follow instructions carefully.

Includes Digital Planner, stylus pen and pet.

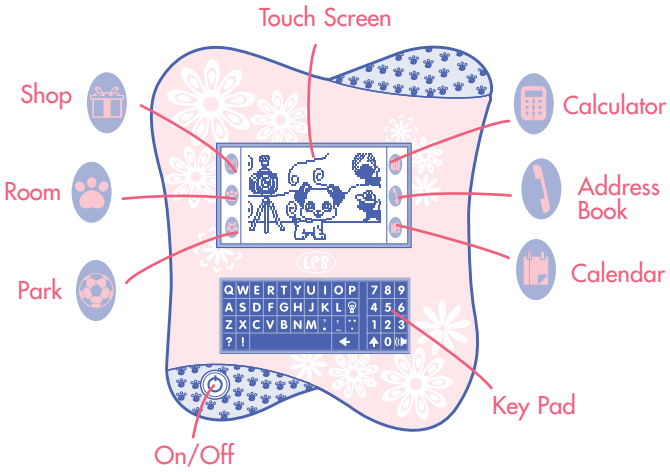
x3

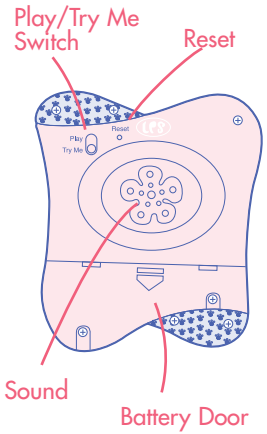
**BATTERIES INCLUDED**

Replace with 3 x 1.5V "AAA" or LR03 size alkaline batteries . Phillips/cross head screwdriver (not included) needed to replace batteries.

Visit Hasbro.com

Littlestpetshop.com



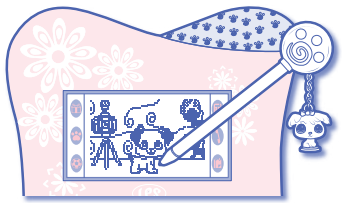

## PLAY MODE

Your toy comes packaged in "TRY ME" mode. To switch it to "PLAY" mode, flip the switch on the back.

After 2 minutes of non-activation, the toy will shut off. To turn back ON, press and hold the "ON/OFF" button.

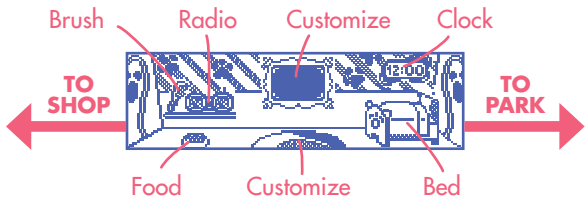
## STYLUS PEN

Use the stylus to make icon selections on the touch screen, activate items and move your pet around. To move your pet, place your stylus next to your pet's shoulder and hold as shown in the image. To change your pet's direction, place your stylus right behind your pet.



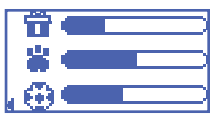
## ROOM

Your pet needs your care! Select the different icons to nurture your pet and customize the room.




### Pet Status

While in the room, touch your pet's head for its happiness status. You can keep your pet very happy by spending lots of time together in the shop, room and park.



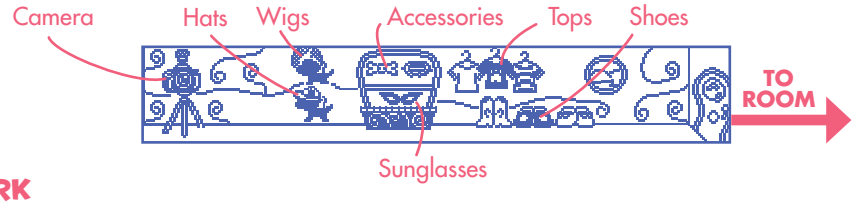
When a thought bubble appears above your pet's head, your pet is telling you what it needs to be happy.

A floating icon will appear when you've done something to improve your pet's happiness status.

- Reflects how active you are in the shop.
- Reflects how much you nurture your pet in the room.
- Reflects the number of games you play.

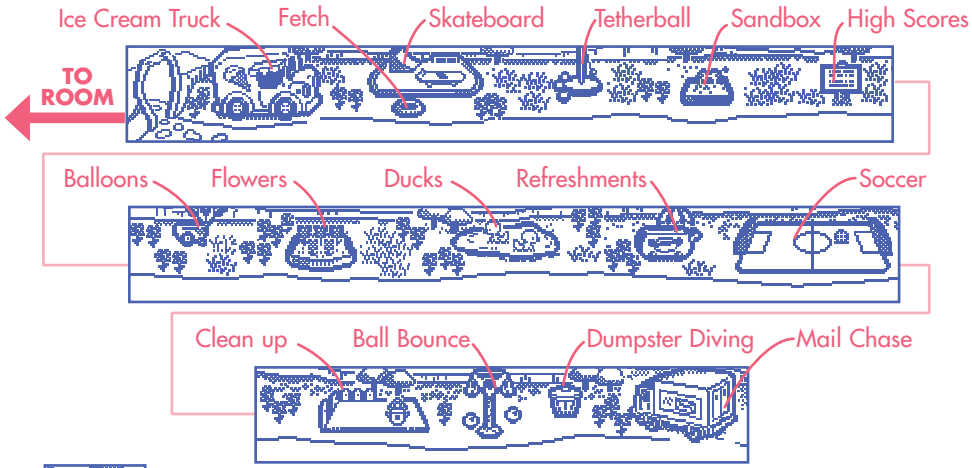
## SHOP/PHOTO SHOOT

Your pet loves to dress in different outfits! In the shop, pick out accessories for your pet -- then take your pet to the "photo shoot." Pick out a background, snap your pet's picture and save it. Your photo can be displayed in your pet's room. Save up to 4 pictures!




## PARK

Your pet loves playing games! There are 14 games to choose from and each one lasts 60 seconds. Try to get the highest score in each game!

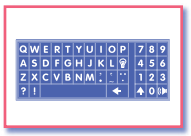


Touch the sign in the park to see your high scores. Keep playing and try to beat your score!

## Additional Features

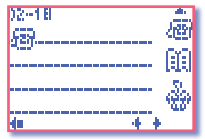
### KEYPAD

Use the keys to type notes. Press the "SPEAKER" button to turn sound "ON" or "OFF". To use special characters, press the ▲ button and corresponding key.



### ADDRESS BOOK

Use the keypad to store names, phone numbers and special dates.

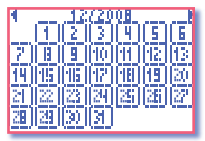


### CALCULATOR

Use the calculator to add, subtract, multiply and divide.

### CALENDAR

Use the keypad to type notes of up to 30 characters and display a fun icon on any date. The calendar spans until December 31, 2010. Use the arrows to select a month.



## TROUBLESHOOTING

If your toy does not respond, press the "reset" button and/or replace the batteries.